# FINAL GIRL

## FEATURE FILM RULEBOOK

SERIES 3

# SUNNYDAZE MALL

**Director (design):** Evan Derrick **Director of Photography (art):** Tyler Johnson

"Welcome to the ultimate shopping experience! Step into the heart of fashion, excitement, and endless possibilities! Introducing Sunnydaze Mall, your premiere shopping destination! Sunnydaze has the latest trends in fashion, state-of-the-art electronics, and a wide variety of culinary delights... all under one roof! Sunnydaze... where every day is filled with sunshine and joy!"

*— Television commercial for Sunnydaze Mall*

## COMPONENTS

**1** Location board

**12** Various Tokens

**4** Action Cubes

**1** Trust marker

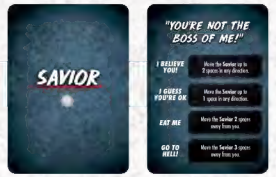
**10** Event cards

**5** Setup cards

**2** Action cards

**8** Terror cards

**1** Trust card




**10** Savior cards

**1** Ally card

**18** Item cards

## SPECIAL SETUP

- Place the **Savior** meeple (represented by the orange **Special Victim** meeple) in the (S) space indicated by the **Setup** card.
- Place the **Savior Ally** card in your play area, putting **4 Health** markers on it and **4 Action** cubes nearby.
- Place the **Savior Trust** card next to the **Ally** card putting the **Trust** marker on the bottom ***"Go to Hell!"*** space.
- Shuffle the **Savior** cards to form the **Savior** deck.
- Add the **Build Trust Action** cards to the tableau.
- Place the **Chopper** token in the **Atrium** space.

## SPECIAL RULES

### THE SAVIOR

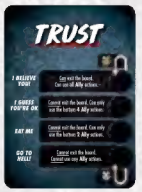
The **Savior** is a young teenager upon whom the fate of the human race depends. It is your job to protect him, because if he dies then you immediately lose the game. However, the **Savior** is reckless and mistrusting and refuses to believe you until you've built enough trust with him. The **Savior** is considered an **Ally** (see **Ally** rules at the end).

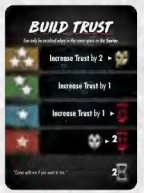
### TARGETING THE SAVIOR AND LOSING THE GAME

The **Savior** is the **Killer's** primary target. When an **Enemy** would target you, it instead targets the **Savior**. These targeting rules are in addition to those mentioned in the **Ally** rules at the end. If the **Savior** dies you immediately lose the game.

### BUILDING TRUST WITH THE SAVIOR

There is a new **Action** card called **Build Trust** which can only be used when you are in the same space as the **Savior**. This will allow you to increase his **Trust** level on the **Trust** card. Increasing **Trust** moves the marker up while decreasing **Trust** moves it down. The **Trust** level will affect how much control you have over the **Savior** and how he will act of his own accord.



## SAVIOR CARDS

While the **Savior** is in play or until the **Savior** deck runs out, draw a **Savior** card during the **Upkeep** phase. Resolve the effect based on the current **Trust** level.

## HAVING THE SAVIOR EXIT THE BOARD

If the **Savior's Trust** level is at its highest ("***I Believe You!***") and he is in an space, he may exit the board during the **Action** phase. If he does exit, you immediately receive all unclaimed **Victim** rewards on your **Final Girl** card. Flip your card; your Ultimate Ability is unlocked. If your card is already flipped, receive the **Additional Victims Saved** reward three times.

When the **Savior** exits, you'll once again become the **Enemy's** target when they are targeting you. The game will now end as normal (you defeating the **Killer** or the **Killer** defeating you).

## PANICKING THE SAVIOR

During the **Panic** phase, the **Savior** will panic the same way **Victims** do.

## RAILINGS

Spaces marked with are considered **Railing** spaces.

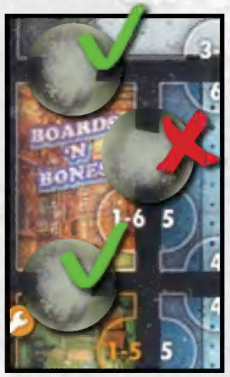
- **Railing** spaces have white arrows indicating which direction you can move. While moving, you or an **Ally** can choose to "jump" from a **Railing** space to an adjacent **Food Court** space. If you do this, roll a single die. If the result is a **5-6**, you land safely and receive no extra damage. If the result is a **1-4**, receive . **Victims** will not follow you when you jump.
- **Enemies** will never jump or voluntarily move from a **Railing** space to a **Food Court** space. If an effect causes **Enemies** or **Victims** to move from a **Railing** space to an adjacent **Food Court** space below, they will receive (this includes when **Victims** panic).
- Whenever anyone takes damage in a **Railing** space, they are knocked over the railing and into the adjacent **Food Court** space below, receiving (in addition to any other damage they received).
- When attacking with a ranged weapon from a **Food Court** space, **Railing** spaces cannot be targeted.

## STORES

There are six stores: **Military Surplus 'R Us**; **Boards 'N Bones**; **Zap Shack**; **Joystick Heroes**; **Stan's Sporting Goods**; and **Smokin' Subject**.



Whenever anyone takes damage in a store, they will be knocked through an eligible wall of your choice (see below) and into the newly adjacent space, receiving one (in addition to any other damage they received). Place a **Destroyed Wall** token between the two spaces.



Eligible walls in a store are those that are between **2** spaces and don't have any openings for movement or **Destroyed Wall** tokens. If all eligible walls in the store already have a **Destroyed Wall** token on them, then treat this store space like a normal space when someone takes damage there.

# ALLIES

Allies are companions that can help you against the **Killer**.

- **Allies** are not considered **Victims**. You cannot choose to have an **Ally** follow you.
- Unless otherwise specified, **Allies** cannot carry or use **Items**, **Victims** will not follow **Allies**, and **Allies** cannot save **Victims**.
- When you and an **Ally** (or **Allies**) are in the same space and one is being attacked, you can freely choose who in that space will receive the attack, you or an **Ally**.
- **Allies** are not considered **Victims** for targeting. So unless specified otherwise, they are typically only targeted if the **Enemy** is resolving as its target and an **Ally** is the closest. If there are also **Victims** in their space, the **Victims** are targeted first, unless the **Ally** was specifically targeted.

Note the following when using an **Ally** with other **Killers** or **Locations**:

- Most effects that would damage you would similarly damage **Allies**.
- Most effects that would affect your movement would similarly affect **Ally** movement.
- There may be some exceptions to these so use the rules on **Game Ambiguity** if anything seems like it wouldn't make sense or is unclear.

## TAKING ACTIONS AND REACTIONS

**Allies** use **Action** cubes to take **Actions** (which are only allowed during the **Action** phase), or **Reactions** (which are allowed in any phase but only as a reaction to an attack—denoted in blue on the **Ally** card). To take an **Action**, place an **Action** cube on the leftmost space next to the **Action** being taken. An **Action** is not available if there's already a cube in the row for that **Action**.

During the **Upkeep** phase, move all **Action** cubes one space to the right, removing them from the card when they leave the last space. Once a cube has left the card it is available again to use.

# ACHIEVEMENTS

- [ ] Win a game at Sunnydaze Mall.
- [ ] Win a game without using the Build Trust Action card.
- [ ] Place all Destroyed Wall tokens.
- [ ] Witness the Killer lose it's final health from falling off the Railing.
- [ ] Use the Chopper to deliver the killing blow to the Killer.
- [ ] Win a game with the Savior still on the board.
- [ ] Win a game without the Savior taking any damage.
- [ ] Witness Bart the Mall Cop deliver the killing blow to the Killer.
- [ ] Witness at least 4 Victims panic off the railing on the same turn.
- [ ] Use both Boomsticks to deal at least 8 damage to the Killer in a single attack.



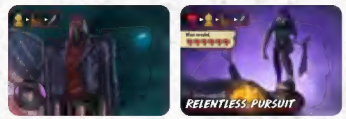
# THE HUNTER

**Director (design):** Evan Derrick **Director of Photography (art):** Tyler Johnson

"I knew the guy was bad news the moment I saw him. Over 6 foot tall, face hidden by that hoodie, big bulge underneath his jacket. I tried to stop him but he just shoved me aside like I was made of cotton. I took the hint and I was outta there! I'm just a mall cop for crying out loud. They don't pay me enough for this kind of shit!"

*— Bart Stanislawsky, Mall Cop, Sunnydaze Mall*

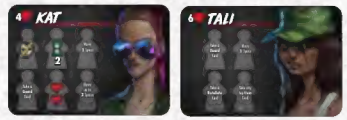
# COMPONENTS




**3** Finale cards

**3** Dark Power cards

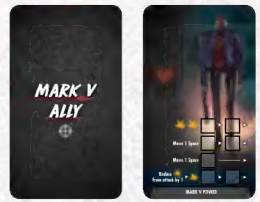
**1** Epic Dark Power card




**2** Final Girl cards

**16** Terror cards

**1** Mark X Terror card




**1** Ally card

**1** Killer board

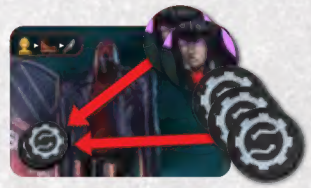
**4** Action cubes

**1** Mark X meeple

**18** Various Tokens

# SPECIAL SETUP

* Place the two **Countdown** tokens on the back of the **Finale** card. Then, randomly choose **3 Cybernetic Part** tokens and, without looking at them, place them face down on top of the **Countdown** tokens. There should be a stack of **5** tokens on the back of the **Finale** card.



* Set aside the **Hunter Mark X Terror** card and build the **Terror** deck as normal. Then, take the bottom two cards of the **Terror** deck, shuffle them with the **Hunter Mark X Terror** card, and place the three cards at the bottom of the **Terror** deck.

* Place the **Mark V** meeple (red **Killer** meeple from the Core box) on the **Killer** starting space indicated on the **Setup** card. Place the **Mark X** meeple (silver **Killer** meeple) next to your play area to be used later in the game when the **Mark X** appears.

* Place the **Mark V Ally** card and **4 Action** cubes next to your play area. These will only be used when the **Mark V** has been defeated and repaired.

# SPECIAL RULES

## ACTIVE KILLER

The **Active Killer** at the start of the game is the **Mark V** model. Near the end of the game, the **Mark X** model will appear and become the **Active Killer**. If the rules or an effect refer to the **Hunter**, it applies to whichever model is the **Active Killer**.

## BLOODLUST

Since the **Hunter** is focused on its primary target, it derives no satisfaction from the deaths of bystanders. So, unlike other **Killers**, **Bloodlust** does not increase when a **Victim** is killed. Instead, **Bloodlust** increases when the **Hunter** either deals damage to you or an **Ally** or is damaged itself. This represents the **Hunter's** cybernetic brain learning from these attacks and becoming smarter after each clash.

**Bloodlust** can only be increased this way once per phase. For example, if you were to play a **Retaliate** card and both you AND the **Hunter** damaged each other, **Bloodlust** would still only go up once that phase.

## PANIC PHASE

During the **Panic** phase, in addition to normal panicking rules, **Victims** in the **Hunter's** space also panic if **Bloodlust** increased that turn.

## DEFEATING THE MARK V

The **Final Health** token and **Health** markers on the **Killer** board are for the **Mark X** and do NOT apply to the **Mark V**. Instead, in order to defeat the **Mark V** you must destroy each of its **Cybernetic Parts**. It takes **2** to remove a single part. Damage can accumulate with multiple attacks but does not carry over to subsequent phases. For example, you can perform a **Weak Attack** to deal and then a **Furious Strike** to deal another , destroying a **Cybernetic Part**. If you had instead ended the **Action** phase without performing the **Furious Strike**, then the single from the **Weak Attack** would have been wasted.



Multiple **Cybernetic Parts** can be removed with one or multiple attacks in the same phase. For example, if your combined attacks in a single phase did **5** , then **2** **Cybernetic Parts** are destroyed.

When a **Cybernetic Part** is destroyed, remove the top **Cybernetic Part** token from the back of the **Finale** card. Then, roll a die and place the **Cybernetic Part** token in or adjacent to the **Mark V's** space according to the number rolled and the Panic numbers on the **Mark V's** space.

The **Mark V** is defeated and shuts down once all of the **Cybernetic Part** tokens have been removed from the **Finale** card. Leave the **Mark V's** meeple where it was on the **Location** board. Then, take the **Mark V's Dark Power** card, revealing it if it's still face down, and slide it under the **Ally** card so that the special ability is showing at the bottom. If the **Mark V** was defeated during the **Action** phase, you may continue your turn. Otherwise, the phase immediately ends. For all game effects, the **Mark V** is no longer considered a **Killer** or **Enemy**.

## COUNTDOWN TOKENS

When all the **Cybernetic Part** tokens have been removed and only **Countdown** tokens remain on top of the **Finale** card, ignore the **Killer** action on the back of the **Finale** card and do not draw a **Terror** card. Instead, remove a **Countdown** token at the beginning of the **Killer** phase and increase **Bloodlust** by **1**. When the second **Countdown** token is removed (as well as when resolving the **Hunter Mark X Terror** card), draw a new **Setup** card and place the silver **Killer** meeple for the **Mark X** in the **Killer** starting space indicated on that card. The **Mark X** is now the **Active Killer**. On the following turn, resolve the **Killer** phase as normal.

## RETRIEVING CYBERNETIC PARTS

The **Mark V** can be repaired and converted into an **Ally** (see **Ally** rules at the end). To do this, its destroyed **Cybernetic Parts** must first be retrieved. To pick up a **Cybernetic Part** token, spend during the **Action** phase while in the token's space (you cannot do this while moving through the space). If there are multiple tokens on the space, each token requires you to spend . Keep the token facedown when taking it and place it in your **Backpack**. **Cybernetic Parts** may be picked up even before the **Mark V** has been defeated.

## REPAIRING THE MARK V

Once you have one or more **Cybernetic Parts** in your **Backpack** and the **Mark V** has been defeated, you may begin re-installing them on the **Mark V** to repair it. While in a space with the **Mark V**, you may spend to flip **1** **Cybernetic Part** token in your **Backpack** and place that many **Health** markers on the **Mark V Ally** card. The first time a **Cybernetic Part** token is flipped, also place the **Mark V Ally** card in your play area along with the **4 Action** cubes. The **Mark V** is now considered an **Ally**.

If you have additional **Cybernetic Part** tokens, you can make further repairs in the same manner, spending for each token. Further repairs can be made on the same or future turns to increase **Mark V's** health. Once an **Ally**, if the **Mark V** loses all its health it is permanently destroyed and removed from the board. Further repairs cannot be made once it loses all its health.

# ALLIES

Allies are companions that can help you against the **Killer**.

- **Allies** are not considered **Victims**. You cannot choose to have an **Ally** follow you.
- Unless otherwise specified, **Allies** cannot carry or use **Items**, **Victims** will not follow **Allies**, and **Allies** cannot save **Victims**.
- When you and an **Ally** (or **Allies**) are in the same space and one is being attacked, you can freely choose who in that space will receive the attack, you or an **Ally**.
- **Allies** are not considered **Victims** for targeting. So unless specified otherwise, they are typically only targeted if the **Enemy** is resolving as its target and an **Ally** is the closest. If there are also **Victims** in their space, the **Victims** are targeted first, unless the **Ally** was specifically targeted.

Note the following when using an **Ally** with other **Killers** or **Locations**:

- Most effects that would damage you would similarly damage **Allies.**
- Most effects that would affect your movement would similarly affect **Ally** movement.
- There may be some exceptions to these so use the rules on **Game Ambiguity** if anything seems like it wouldn't make sense or is unclear..

## TAKING ACTIONS AND REACTIONS

**Allies** use **Action** cubes to take **Actions** (which are only allowed during the **Action** phase), or **Reactions** (which are allowed in any phase but only as a reaction to an attack—denoted in blue on the **Ally** card). To take an **Action**, place an **Action** cube on the leftmost space next to the **Action** being taken. An **Action** is not available if there's already a cube in the row for that **Action**.

During the **Upkeep** phase, move all **Action** cubes one space to the right, removing them from the card when they leave the last space. Once a cube has left the card it is available again to use.



# ACHIEVEMENTS

- ☐ Defeat the Hunter at Sunnydaze Mall.
- ☐ Defeat the Hunter at five different locations.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- ☐ Defeat the Hunter in Extreme Horror Mode.
- ☐ Use the Mark V to deliver the killing blow to the Hunter Mark X.
- ☐ Defeat the Hunter Mark X without the Mark V being repaired.
- ☐ Defeat the Hunter Mark X without the Mark V taking any damage after it has been repaired.
- ☐ Destroy at least 3 Cybernetic Parts on the same turn.
- ☐ Defeat the Hunter before the Finale is revealed.
- ☐ Repair the Mark V to at least 10 health.
- ☐ Repair the Mark V and have it damage the Mark X on the same turn.

# HELLSCAPE

**Director (design):** Ryan Jorjorian **Director of Photography (art):** Roland Macdonald

"Our first explorations of the Hellscape proved unsuccessful. Out of the first two battalions to go in, only three soldiers returned from their mission. From what was left of each of them, it was clear the landscape itself was toying with us."

*— Colonel B.L. Rogers, US Army, Project CAGE*

## COMPONENTS

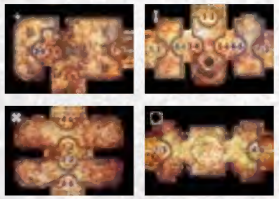
**1** Location board

**10** Event cards

**5** Setup cards

**1** Action card

**8** Terror cards



**4** Hellscape Tiles

**6** Various Tokens

**2** Hellscape Dice

**18** Item cards

## SPECIAL SETUP

* Shuffle the **Hellscape** tiles and deal one to each of the four blank spaces on the **Location** board. Tiles should always be oriented so that the symbol is on the top left ensuring the Panic numbers are not upside-down.
* Place **1 Victim** in each space of each **Hellscape** tile. There should be **8 Victims** on the board. Then reveal the **Setup** card to place the remaining **Victims**, **Final Girl**, and **Killer**.
* Add the **Hellshift Action** card to the tableau.



## SPECIAL RULES

### HELLSCAPE TILES

The **Hellscape** is ever-changing. There are **4** double-sided tiles, each with one of the following symbols: , , , and . The position of the tiles will change throughout the game. Sometimes this will be done at your whim using the **Hellshift Action** card or an **Item**, and sometimes it will be done outside of your control due to a game effect. When a tile is moved, all pieces (**Final Girl**, **Enemies**, **Victims**, **Tokens**, etc.) remain on the tile, so you will have to be very careful when moving the tiles around!

* **Shifting Tiles** - if an effect says to **Shift**, you will move each tile in the direction indicated (clockwise or counter-clockwise).
* **Swapping Tiles** - if an effect says to **Swap**, the chosen or indicated tiles will trade places.
* **Flipping Tiles** - if an effect says to **Flip**, take the tile and remove all pieces from the tile, noting which colored space they were in. Then flip the tile and return the pieces to it, placing them in their corresponding colored spaces.
* **Rearranging Tiles** - if an effect says to **Rearrange**, you may arrange ALL the tiles on the board to whatever configuration you choose. Tiles cannot be **Flipped** when **Rearranging**.

### HELLSCAPE DICE

Once during each **Upkeep** phase, you must roll the **Hellscape** dice and do the following:

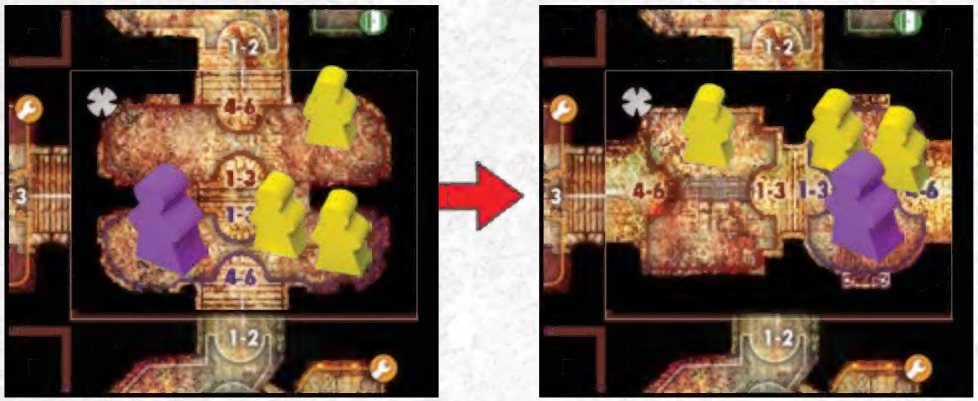
* If the symbols match, **Flip** the indicated tile.
* If the symbols are different, **Swap** the indicated tiles.

### WALLS AND ADJACENCY

Each **Hellscape** tile has one or two sides which are a wall that cannot be moved through. Depending on the current layout of the tiles, there will often be times where a tile or section of tiles will be completely blocked off from you and/or any **Enemies**. You'll need to manipulate the tiles or wait for them to change if you need to get to one of those areas.

* Panic - if a Victim (or anyone) panics into a wall/unconnected direction, they simply stay in their current space.

*Ryan rolls the Hellscape dice during the Upkeep phase, rolling the same symbol ( ) on each die. He finds the matching Hellscape tile and, because the symbols matched, he must Flip the tile. He removes all of the pieces, making careful note of which spaces they were on, and then flips the tile to its opposite side. He places the Final Girl and two Victim meeples on their matching colored space (purple) and he places the lone Victim meeple on its matching colored space (red).*




- **Killer Targeting and Range** – range and targeting are always done by calculating the number of spaces required to move from the source to the target. If there is no valid path to the target of a **Killer Action**, then the **Killer** will not move as part of that action—attack icons will still be resolved in the **Killer's** space.
- **Farthest/Closest** – some effects will have you determine the farthest or closest **Victim** to you, or to the **Killer**. When making this determination, only consider **Victims** that are reachable through paths not blocked by walls. If no **Victims** can be reached through unblocked paths, then ignore walls on **Hellscape** tiles that are blocking paths and use your best judgment to determine the specified **Victim**. This also applies if you're determining specific spaces or objects (e.g. nearest **Exit** space).
- **Placing someone** – effects that place the **Killer**, **Final Girl**, or **Victims** are not affected by walls. The term "place" is different than "move"—"place" ignores walls, while "move" does not.

# ACHIEVEMENTS

- [ ] Win a game at Hellscape.
- [ ] Win a game where at least half the Victims were saved.
- [ ] Win a game without using the Hellshift Action card.
- [ ] Save 2 or more Special Victims.
- [ ] Use any 2 of the Discipline of Courage, the Discipline of Choices, or the Discipline of Cruely on the same turn.
- [ ] Deal the killing blow to the Killer when you and the Killer are in a space that is completely blocked off from any Victim.
- [ ] Use the Hellshift Action card to Rearrange tiles so that the Killer becomes blocked off from you and any Victims.
- [ ] Use The Nexus space to save a victim and acquire an item in the same turn.
- [ ] Use the Bone Chariot to reach a space that would be inaccessible through normal movement.
- [ ] Use the Gambler's Cube while down to your Final Health token.

# RAZORFACE

**Director (design):** Ryan Jorjorian **Director of Photography (art):** Roland Macdonald

"The practitioner will be caused and encouraged to call forth all great beasts of the pit, yet not this one, lest ye be consumed by great and unholy agonies."

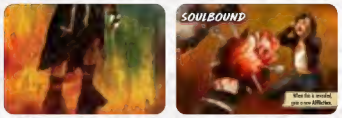
*— Librum Infernalis, Part VI, The Canticle of Dread Covenants*

## COMPONENTS

**3** Finale cards

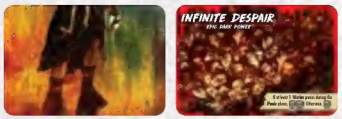
**16** Terror cards

**1** Killer board

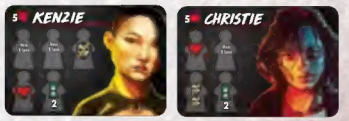



**3** Dark Power cards

**8** Affliction cards




**1** Epic Dark Power card




**2** Final Girl cards

## SPECIAL SETUP

* Shuffle the **Affliction** cards. Draw and place **3 Affliction** cards faceup on the table.

## SPECIAL RULES

### AFFLICTIONS

Hellish **Afflictions** can be physical, mental, spiritual, or otherwise. To be unbound from the influence and power of **Razorface**, you must **Purge** all of your **Afflictions** (usually **3**, but you may gain more during the game) so that you can kill **Razorface** and escape with your life and soul intact.

* **Purging an Affliction** – each **Affliction** card has a **Purge Requirement** that you must achieve to **Purge** that **Affliction**. During the **Action** phase, if the **Purge Requirement** has been met, you may choose to **Purge** the **Affliction** by resolving the **Purge Effect** on the bottom half of the card. If you choose not to **Purge** the **Affliction** when the requirement is met, then the **Purge Requirement** needs to be achieved again later to **Purge** that **Affliction**. Once an **Affliction** has been **Purged**, remove the **Affliction** from the game.

* **Impossible Afflictions** – it could happen that, during the course of play, a particular **Affliction** becomes impossible to **Purge** (due to there being no **Victims** on the board, for example). When this occurs, remove the **Affliction** from the game and draw a new one to replace it. You immediately lose the game if you need to draw an **Affliction** and none remain.

**NOTE!** You may only Purge ONE Affliction per turn.

### FINAL HEALTH TOKEN

**Razorface's Final Health** token may only be revealed if there are NO **Afflictions** in play. As such, when **Razorface** is down to its **Final Health** token and one or more **Afflictions** are still in play, damage to **Razorface** that would normally reveal the **Final Health** token is instead ignored.

# ACHIEVEMENTS

- [ ] Defeat Razorface at Hellscape.
- [ ] Defeat Razorface at five different locations.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Defeat Razorface in Extreme Horror Mode.
- [ ] Purge an Affliction on 3 consecutive turns.
- [ ] Defeat Razorface after having purged 5 Afflictions.
- [ ] Defeat Razorface on the same turn that you purged your last Affliction.
- [ ] Defeat Razorface without purging any Afflictions before the Finale is revealed.
- [ ] Defeat Razorface without dealing any damage before you've purged all your Afflictions.
- [ ] Get Razorface down to his Final Health token before you have purged your last Affliction.
- [ ] Defeat Razorface in a game where you purge "A Delicious Sacrifice" AFTER the Dark Power has been revealed.



# Falconwood

**Director (design):** Mike Martins **Director of Photography (art):** Vincent Dutrait

At its peak, Falconwood had a population of 16,715. That was before the government lab went into operation. Since then, strange events have plagued the town...mysterious deaths, disappearances. Several families have left. Many who remain seem oblivious to what is going on, but not everyone—some are adamant about exposing those behind these atrocities.

# COMPONENTS

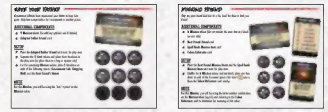
**1** Location board

**1** Mission Token Reference card

**16** Various Tokens

**10** Event cards

**5** Friend cards



**5** Mission sheets

**2** Mission Item cards

**5** Setup cards

**9** Terror cards

**16** Item cards

**1** 20-sided die

# SPECIAL SETUP

* Set aside the **"Survive the Hunt" Terror** card, both **Mission Item** cards, and the **Friend** cards. They will only be used when instructed by the **Mission** rules.
* Before normal setup, randomly select a **Mission** and follow the setup instructions on that **Mission** sheet.

# SPECIAL RULES

## DEFINITIONS

* **BRIDGE:** Refers to the paths with roads that cross the river and the **Bridge** token (if it has been placed on the board).
* **RIVER CROSSING:** Refers to the paths with blue lines that cross the river.

## RIVER CROSSINGS

You will normally not be able to use **River Crossings**, but some effects will allow you to use them. **Victims** may follow you as normal. **Enemies** cannot use **River Crossings**. The spaces connected by a **River Crossing** are not considered adjacent nor connected for the purpose of determining range (or when resolving effects that refer to adjacent spaces).

## MISSIONS

Each **Mission** sheet will have specific instructions on how to setup and complete the **Mission**. Completing the **Mission** is mandatory to win the game. The **Killer** can only lose their final health and reveal their **Final Health** token after the **Mission** is completed. Any damage that would reveal the **Killer's Final Health** token before the **Mission** is completed is ignored. If there is more than one **Killer**, this only applies to the last remaining **Killer**.

Some cards will instruct you to **Gain Progress** or **Lose Progress** on the **Mission**. Refer to the **Mission** sheet for an explanation on how to resolve this and place a **Tracking** marker on the marked space as a reminder of the progress effect.

## FRIENDS

When you complete a **Mission**, a **Friend** will join you to help you defeat the **Killer**. **Friends** are considered **Special Victims** but have three important differences:

* **Friends** will follow you into the **Killer's** space.
* Other **Victims** in the same space as a **Friend** will be attacked before **Friends** are attacked.
* **Friends** will not panic if they are in your space.

## TWENTY-SIDED DIE

Many cards will instruct you to roll the 20-sided die, or **d20**, as indicated by .



# ACHIEVEMENTS

- [ ] Win a game at Falconwood.
- [ ] Win a game with each of the 5 Missions.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Reduce Horror by 6 with the Game of Chance Event.
- [ ] Win a game without using any of the Bridges.
- [ ] Use Spell Book to deal damage to multiple Enemies.
- [ ] Deliver the killing blow to the Killer with the Best Friend on the Killer's space.
- [ ] Witness the Conspiracy Theorist deliver the killing blow to the Killer.
- [ ] Replenish the Slingshot Item's uses twice.
- [ ] Roll a result of 20 on the d20.
- [ ] Use Telekinises to deliver the killing blow to the Killer.

# SLAYER

**Director (design):** Mike Martins **Director of Photography (art):** Vincent Dutrait

No one knows how the Mirror Dimension came into existence, or how Slayer has now been able to start opening rifts to suck people into its dimension. What we do know is that Slayer needs to be stopped, especially since it seems to have some kind of vendetta against you.

## COMPONENTS

**3** Finale cards

**3** Dark Power cards

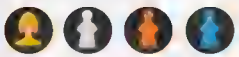
**1** Epic Dark Power card

**2** Final Girl cards

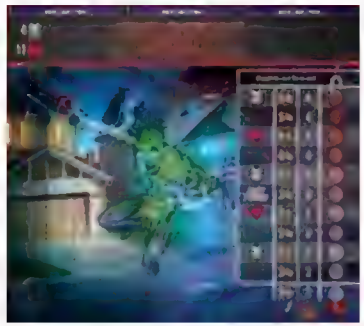
**16** Terror cards

**2** Action cards

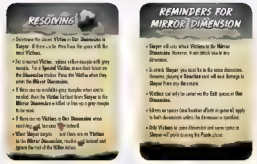
**6** Mirror Dimension meeples



**4** Various Tokens



**1** Killer board




**1** Mirror Dimension Reference card

**1** Dimension Tracker card

## SPECIAL SETUP

- Place the **Dimension Tracker** card near the play area.
- Place the **Final Girl** and **Special Victim** tokens in the "Our Dimension" half of the **Dimension Tracker** card.
- Add a **Mirror Dimension Victim** (gray meeple) on your space.
- Add a **Mirror Dimension Victim** on the closest space to **Slayer**.
- Add the **Open a Rift Action** cards to the **Action Tableau**.

## SPECIAL RULES

### THE MIRROR DIMENSION

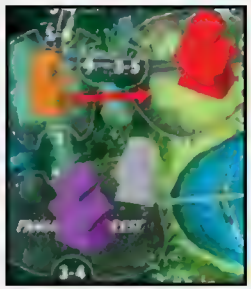
The **Mirror Dimension** is a dark, dreary version of **Our Dimension** and both are represented on the same **Location** board. The following rules apply:

- **Slayer** only moves in the **Mirror Dimension**, unless an effect says otherwise.
- **Victims** in **Our Dimension** are represented by yellow meeples, and **Victims** in the **Mirror Dimension** are represented by gray meeples.
- The dimensions you and any **Special Victims** are in currently is indicated by their token on the **Dimension Tracker** card. A token on the upper half means that the character is in **Our Dimension**, and a token on the lower half means the **Mirror Dimension**.
- Normal movement rules apply. However, only **Victims** in your current **Dimension** will follow you.
- A **Victim** can only be saved when both you and the **Victim** are at a space in **Our Dimension**.
- spaces can be interacted with in both dimensions.
- For simplicity, tokens on spaces, and location effects in general, apply to both dimensions unless the dimension is specified. If a token or location effect targets a **Victim** on a space and there are **Victims** in both **Our Dimension** as well as the **Mirror Dimension**, then **Victims in Our Dimension** are targeted first, unless **Mirror Dimension Victims** are specifically targeted.

## PULLING VICTIMS INTO THE MIRROR DIMENSION

**Victims** can be pulled from **Our Dimension** into the **Mirror Dimension**. When you see this symbol , **Slayer** targets the closest **Victim** in **Our Dimension**. Perform the following:

- For a normal **Victim**, replace the yellow meeple with a gray meeple. If all the gray meeples are already on the board, then the **Mirror Dimension Victim** farthest from **Slayer** is immediately killed. That gray meeple is then used for the new **Victim** pulled into the **Mirror Dimension**.
- For a **Special Victim**, move their token to the **Mirror Dimension** half of the **Dimension Tracker** card.
- Panic the **Victim**.
- If no **Victim** was pulled into the **Mirror Dimension**, increase instead.



*At the beginning of the Killer phase, Slayer pulls the closest Victim into the Mirror Dimension. Unfortunately, it's the Best Friend (indicated by the orange Special Victim meeple). Mike moves the token on the Dimension Tracker card that matches the Victim, from Our Dimension to the Mirror Dimension, to indicate that the Best Friend has changed dimensions. The Best Friend immediately panics. Mike rolls a 4 and moves the Best Friend into the same space as Slayer.*

*Mike decides to play Open a Rift and succeeds, allowing him to move to the Mirror Dimension. He moves his token on the Dimension Tracker card to note this. He decides that the Best Friend is a lost cause and instead chooses to return to Our Dimension. He brings the Mirror Dimension Victim with him, replacing the grey meeple with a yellow one. He moves his token back to Our Dimension on the card.*

## ENTERING THE MIRROR DIMENSION

When the rifts started appearing, it awakened a power within you. During the **Action** phase, with intense mental energy, you can open a rift to the **Mirror Dimension** in your space. Resolve the **Open a Rift Action** card. **Special Victims** on your space may cross with you into the **Mirror Dimension** but normal (yellow) **Victims** cannot. When entering the **Mirror Dimension**, move the associated tokens to the **Mirror Dimension** half of the **Dimension Tracker** card.



## RETURNING TO OUR DIMENSION

During the **Action** phase, you may return to **Our Dimension** at any time (except while in the middle of resolving an **Action** card). Move your token on the **Dimension Tracker** card to **Our Dimension**. Any **Victims** on your space may also come back to **Our Dimension** with you by replacing the gray meeple with a yellow meeple. For **Special Victims**, move their token to the **Our Dimension** half of the **Dimension Tracker** card.

If you are in the **Mirror Dimension** during the **Upkeep** phase, lose .

## ATTACKING

To attack **Slayer**, you must be in the same dimension to perform actions or use **Items** that deal damage. The exception is when you're attacked while you're in **Our Dimension** and play a **Reaction** card that deals damage.

## TARGETING

**Slayer** has a mental connection with you and can sense you regardless of which dimension you are in, but it can only sense **Victims** in the **Mirror Dimension**.

- When targeting , **Slayer** will target a **Victim** in the **Mirror Dimension**, or you, whichever is closer. Note that if **Slayer** is attacking on a space with only you and other **Victims** in **Our Dimension**, that **Slayer** will attack you, ignoring the **Victims** in **Our Dimension**.
- When targeting , it will target the closest **Mirror Dimension Victim**. If there are none, it will instead resolve and ignore the rest of that **Killer Action**. Continue to resolve the rest of the **Terror** card if there are additional effects.
- When targeting , it will target you regardless of which dimension you are in.

## PANIC PHASE

During the **Panic** phase, do not panic **Victims** in **Our Dimension** (unless the **Interdimensional Rift Collapse Finale** card is in play). For example, **Slayer** is in the **Mirror Dimension** and at the start of the **Panic** phase, is in a space with **2 Victims** in **Our Dimension** and **2 Mirror Dimension Victims**. Since a **Victim** was killed earlier this turn, the **Mirror Dimension Victims** will panic but the **Victims** in **Our Dimension** will not.

# ACHIEVEMENTS

- [ ] Defeat Slayer at five different locations.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Defeat Slayer in Extreme Horror Mode.
- [ ] Defeat Slayer without having more than 3 Victims in the Mirror Dimension at any time.
- [ ] Deliver the killing blow to Slayer from Our Dimension.
- [ ] Defeat Slayer without returning any Victims from the Mirror Dimension to Our Dimension.
- [ ] Stay at least 5 consecutive turns in the Mirror Dimension.
  - ○ ○ ○ ○ ○
- [ ] Take 2 Special Victims with you to the Mirror Dimension using the Open a Rift Action card.
- [ ] Return to Our Dimension with at least 4 Victims.
- [ ] Witness Slayer lose its last health when the Interdimensional Rift Collapse Finale card is revealed.



# MARREK WAREHOUSE

**Director (design):** A.J. Porfirio **Director of Photography (art):** Agnieszka Dabrowiecka

"The locking system in Marrek Warehouse is state of the art and the first of its kind. Devised by our ingenious mechanical engineers, the system ensures precise shift changes and security."

*— Loctrocel Inc. spokesperson during the ribbon cutting ceremony for Marrek Warehouse*

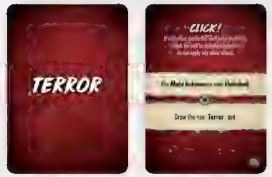
# COMPONENTS

**1** Location board

**10** Event cards

**5** Setup cards

**2** Action cards




**8** Terror cards

**12** Various Tokens

**16** Item cards

# SPECIAL SETUP

- Place the **Forklift** token in **The Pit** space. It will only be used if you find the **Forklift Keys Item** card.
- Place a **Locked** token on each of the spaces.
- Set aside the **3 "Click" Terror** cards before setting up the **Terror** deck as normal. After the **Terror** deck is set up, set aside the top **2** cards and shuffle in the **3 "Click" Terror** cards with the remaining cards in the **Terror** deck. Then return the **2** set aside cards to the top of the deck.
- Place the **Climb** and **Leap Action** cards in the **Action Tableau**.

# SPECIAL RULES

## LOCKED EXITS

The warehouse has been locked by the **Killer**! While an **Exit** is **Locked**, no **Victims** may be saved at that **Exit**. The spaces themselves can be moved into, but to save **Victims** you will have to find ways to **Unlock** the **Exits** or wait for the automatic timers (the **"Click" Terror** cards) to open them. When an **Exit** becomes **Unlocked**, discard the **Locked** token from that space.

## RACK SPACES

These spaces represent the top of the warehouse's storage racks. Unless noted on a card or effect, **Enemies** and **Victims** can move to and from spaces normally.

## CLIMB & LEAP ACTION CARDS

These cards are like other **Action** cards except that they cannot be acquired in the normal way. Instead, at any time during the **Action** phase, you may:

* Discard a **Walk** card to take **Climb** OR **Leap** into your hand.
* Discard a **Sprint** card to take **Climb** AND **Leap** into your hand.

**CLIMB:** You will have to use **Climb** to move to an adjacent space. **Victims** may follow you when you **Climb**. You may not use **Climb** to move out of a space. Instead, simply use normal movement actions or effects (i.e. **Walk**, **Sprint**, etc) to do so.

**LEAP:** Use **Leap** to jump from one space to another. **Victims** may follow you when you **Leap**. If you fail the **Leap Action** you will end up on the ground. **Victims** following you do not suffer damage, they just climb down the rack onto your space (to see if you're ok).

## THE PIT

The workers in the warehouse call the area in the middle of the warehouse **"The Pit"**. When panicking someone from this space, roll **2** dice instead of **1** to determine the direction they panic.



# ACHIEVEMENTS

- [ ] Win a game at Marrek Warehouse.
- [ ] Save a Victim before any Click! Terror cards are resolved.
- [ ] Win a game where at least half the Victims were saved.
- [ ] Use both the Climb and Leap Action cards on the same turn.
- [ ] Save the Heroic Best Friend.
- [ ] Use the Bowling Ball to deliver the killing blow to the Killer.
- [ ] Unlock an Exit using an Item.
- [ ] Win a game where zero Victims were saved.
- [ ] Use the Chain Saw to deliver the killing blow to the Killer.
- [ ] Witness 2 or more victims save themselves without you being in their space.

# THE TORMENTOR

**Director (design):** A.J. Porfirio **Director of Photography (art):** Agnieszka Dabrowiecka

"When we first discovered the scene, all that was left was gore and viscera. The intricate and devious nature of the trap was... well... none of us could believe it..."

*— Douglas Furlong, Crime Scene Investigator*

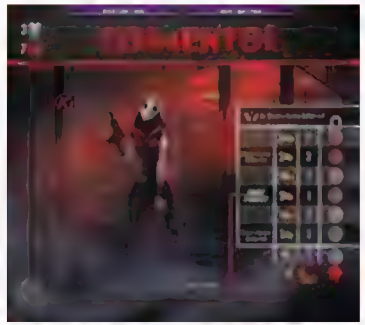
## COMPONENTS

**3** Finale cards

**3** Dark Power cards

**1** Epic Dark Power card

**2** Final Girl cards



**1** Killer board

**16** Terror cards

**17** Various Tokens

**4** Final Girl Death Trap cards

**7** Victim Death Trap cards

## SPECIAL SETUP

- The **Tormentor** does NOT start on the board.
- As per normal rules, keep the **Setup** card faceup above the **Location** board for future reference. Keep the remaining **Setup** cards nearby (don't return them to the box).
- Shuffle the **Victim Death Trap** cards and place the deck facedown in the play area. Do the same for the **Final Girl Death Trap** cards, forming a second deck.
- Place a **Victim** in the space where the **Killer** would start the game (the K space) and resolve a **Victim Death Trap** card for this **Victim** (see **Becoming Trapped** below).

## SPECIAL RULES

### THE TORMENTOR

The **Tormentor** will not appear until the **Finale** is revealed. Until then, **Killer Actions** ( & ) on **Terror** cards are ignored. Also, while the **Tormentor** is not on the board, if an effect asks you to:

- Place something, or count spaces, in relation to the **Killer** – Reveal a random **Setup** card and treat the K space on the **Setup** card as the **Killer's** space for the purposes of resolving the effect. Then shuffle the **Setup** card back in with the others.
- Place the **Killer** - Ignore the effect.

Once the **Finale** has been revealed, the **Tormentor** will be placed on the board at the beginning of the NEXT **Killer** phase. At that point, reveal a random **Setup** card and place the **Tormentor** in the K space indicated on that **Setup** card. The **Tormentor** then proceeds to perform the **Killer Actions** on the **Finale** card and the game continues with the **Tormentor** now on the board for the rest of the game.

### BECOMING TRAPPED IN A DEATH TRAP

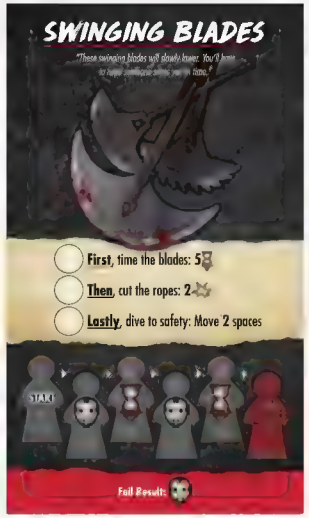
VICTIM FINAL GIRL

A **Death Trap** will be set when you see one of the above icons. These are all the devious traps the **Tormentor** has prepared for you and the **Victims**.

When you're required to resolve a **Death Trap**, draw a **Death Trap** card from the appropriate deck. Then place the matching **Death Trap** token in the space of the target as indicated, and place the target's meeple on the start space of the **Death Trap** card. The target is now **Trapped**.

**Trapped** subjects are never targeted by the **Tormentor** unless specifically noted otherwise.

**Trapped** subjects may not move, ignoring all movement effects including panic (with the exception that you may use movement effects towards the requirement of escaping a trap). While **Trapped**, you may not play **Reaction** cards, search, or perform attacks on **Enemies**. If a card effect requires you to determine whether the **Trapped** subject is considered to be in a space or on the board, refer to the rules on **Game Ambiguity** to determine how to best resolve it. If you're still unsure, then consider the **Trapped** subject to be off the board for that effect.




## PROGRESSING DEATH TRAPS

When you see , advance the meeples on all active **Death Traps** to the next space and apply the effect on that space. For example, if there are three **Trapped Victims** and two advance to spaces with and one advances to a space with **2**, you would increase **Horror** twice and lose **2** time.

When a **Victim** advances to the final space on the **Death Trap** card (noted with a ), the **Death Trap** is complete. The **Victim** is killed (yes, **Bloodlust** increases) and you must apply the **Fail Result** effects.

When the **Final Girl** meeple advances to the final space of a **Death Trap**, you are killed and immediately lose the game (do not reveal your **Final Health** token). Don't let that happen! **Note!** If you lose your final health before the final space, your **Final Health** token is still revealed as normal. If health is recovered, you remain in the **Death Trap**.

During the **Panic** phase, **Victims** in a space with a completed **Death Trap** will panic. In the **Upkeep** phase, tokens and cards for completed **Death Traps** are removed from the game.

## ESCAPING DEATH TRAPS

Each **Death Trap** has a series of tasks that need to be completed to escape. While on the space with a **Death Trap** (or in a **Death Trap** yourself!), you may perform the **Escape Tasks**. **Escape Tasks** involve spending time, doing damage, moving, losing health, etc.

**Escape Tasks** must be completed in order from top to bottom. Once an **Escape Task** is resolved, mark it with a tracking marker. Then, you can work on resolving the next task (if any remain). When the last **Escape Task** is completed, the subject has escaped. Place the meeple on the board space with the **Death Trap** token. Then, remove the **Death Trap** token and card from the game.



A few things to note about completing **Escape Tasks**:

- If an **Escape Task** requires you to spend time to complete it, you may only do so if it does not cause the time marker to go below **0**.
- As long as you are in the same space, any effects (regardless of the source) can be used towards completing **Escape Tasks**.
- Using **Action** cards or **Items** to complete the **Escape Tasks** does NOT also let you use the effect as you normally would. Any unused excess from the effect is lost. Other effects resulting from resolving the **Action** card or using the **Item** are still applied.

  For example, if an **Escape Task** requires you to "Move 1 Space" and you get a double success for **Sprint** that allows you to move **3** spaces, you can use this result to complete the "Move 1 Space" **Escape Task** but cannot use the excess towards another **Escape Task**, or to move spaces on the board. However, you would still lose 1 time as part of resolving the effect.
- You may play multiple cards to complete an **Escape Task**. However, you must fully complete the task before the **Action** phase ends or your progress will be lost. For example, if you need **2** to complete the task, but are only able to do **1**, that damage will be wasted and lost when the **Action** phase ends.
- If you are in a **Death Trap** yourself, you may not resolve **Escape Tasks** for **Victim Death Traps** on your space.
- Work together! If at least one untrapped **Victim** is in the space with you, you may add **+1** to your **Horror** rolls when you are resolving **Action** cards towards completing **Escape Tasks**. If there are multiple untrapped **Victims** with you, you can still only add **+1** .

## BOTTOMING TERROR CARDS

When you see this icon on a **Terror** card, you are being instructed to place that card face down on the bottom of the **Terror** deck. If it is the only card left or if there is an endless loop of cards being bottomed in succession, discard the card(s) instead.

## NO ESCAPE FINALE

During the **"No Escape!" Finale** the **Tormentor** will try to lock all the spaces. While a is **Locked**, no **Victims** may be saved at that **Exit**. At some locations (like **Marrek Warehouse**), you may have ways to **Unlock** the . If a **Locked** space becomes **Unlocked**, remove the **Locked** token from that space and the **Tormentor** will have to try to return to it to lock it again.

## ACHIEVEMENTS

- [ ] Defeat the Tormentor at Marrek Warehouse.
- [ ] Defeat the Tormentor at five different locations.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Defeat the Tormentor in Extreme Horror Mode.
- [ ] Defeat the Tormentor after escaping from 3 or more Final Girl Death Traps.
  - ○ ○ ○
- [ ] Defeat the Tormentor after freeing 5 or more Victims from Death Traps.
  - ○ ○ ○ ○ ○
- [ ] Defeat the Tormentor without any Victims being killed in Death Traps.
- [ ] Free a Victim from a Death Trap and save that Victim on the same turn.
- [ ] Defeat the Tormentor on the turn immediately after she appears on the Location board.
- [ ] Free a Victim from a Death Trap on the turn immediately after it appears.
- [ ] Free both yourself and a Victim from Death Traps on the same turn.



# U·T·O·P·I·A

**Director (design):** Katia Howatson **Assistant Director (additional design):** AJ. Porfirio

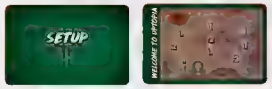
**Director of Photography (art):** Kari L. Smith

We have an old joke around these parts, it goes like this... "Where can you find Utopia?" The owner of the General Store smiles and fidgets, waiting for Ronda to answer, but she just shrugs. Barely able to contain himself, he bursts out, "Nowhere!" and he begins laughing uncontrollably.

## COMPONENTS

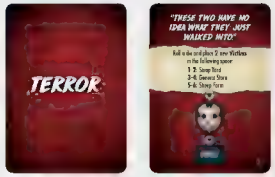
1 Location board

10 Event cards




5 Setup cards

12 Sand Snake cards




8 Terror cards



6 Various Tokens




18 Item cards

# SPECIAL SETUP

* Shuffle the **12 Sand Snake** cards together to form the **Sand Snake** deck.

# SPECIAL RULES

## SAND SNAKE ATTACK!

Each turn, **Sand Snakes** will rise up out of the ground and attack! At the end of the **Killer** phase, draw **2 Sand Snake** cards and follow the instructions on the cards. A **Sand Snake** does to ONE TARGET on the named space using the following priority: **Victim** ▸ **Final Girl** ▸ **Minion** ▸ **Killer**.

After attacking, all **Sand Snakes** immediately burrow back underground. **Sand Snakes** are NOT considered **Minions** and cannot be attacked, killed, or otherwise interacted with other than you may use **Reaction** cards and **Item** effects to prevent being dealt to you by the **Sand Snakes**.

One of the **Sand Snake** cards will instruct you to reshuffle the discard pile back into the deck. This is done after resolving all the other **Sand Snake** cards drawn at the same time.

## SINKHOLES

Some spaces can 'Collapse'. This will be indicated on certain **Terror** or **Event** cards. When this occurs, any **Victims** in the affected space are killed. You and any **Enemies** in the space take and then anyone left there panics until they leave that space. Place a **Sinkhole** token in the space. A space with a **Sinkhole** token can no longer be moved to or through by ANYONE for the rest of the game.

## BOULDER SPACES

Some spaces are **Boulder** spaces. These spaces are safe from **Sand Snake** attacks and some card effects may reference them.



# ACHIEVEMENTS

- [ ] Win a game at Utopia.
- [ ] Witness a Sand Snake deliver the killing blow to the Killer.
- [ ] Witness the Killer lose it's final health from being in a space that Collapses.
- [ ] Witness all 4 Sinkholes in the same game.
- [ ] Deal 6 damage using Household Chemicals.
- [ ] Use the Scoped Rifle at a range of 4 to deliver the killing blow to the Killer.
- [ ] Witness a Sand Snake attack you, a Victim, and the Killer.
- [ ] Save the Defiant Teenager.
- [ ] Win a game with Dehydration as the starting Event.
- [ ] Use the Crowbar's discard effect to acquire a weapon with a damage modifier of 2+.

# THE EYELESS

**Director (design):** Katia Howatson **Assistant Director (additional design):** AJ. Porfirio

**Director of Photography (art):** Kari L. Smith

Scientists, were they able to study the Eyeless, would have been fascinated by its ability to move and kill so precisely without possessing eyes. Unfortunately, that will probably never happen since soon they'll all be dead.

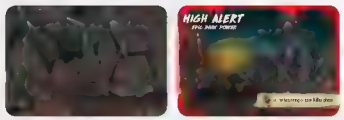
## COMPONENTS

**3** Finale cards

**2** Final Girl cards

**1** Killer board

**3** Dark Power cards





**1** Epic Dark Power card

**1** Noise marker

**16** Terror cards

**4** Noise cards

## SPECIAL SETUP

- Place the **Noise** marker on the zero space of the **Time** track.
- Place the **Noise** cards beside your play area.

## SPECIAL RULES

### NOISE LEVEL

Your **Noise** level will increase by **1** for EACH **Action** card you resolve during the **Action** phase. The result of the **Action** does not impact the amount of **Noise**, it is simply a **Noise** level increase of **1** for each **Action** card resolved. Cards discarded for **Time** or to convert successes are NOT counted for **Noise**, however, resolving **Close Call** does increase the **Noise** level because you're resolving an **Action** card. **Action** cards played in other phases (for example **Reaction** cards or **Close Call** played in the **Killer** phase) are not counted for **Noise**.

The **Noise** level only applies to you and can impact who the **Eyeless** will target when resolving certain **Terror** cards during the **Killer** phase (see **Eyeless Targeting**, opposite). Each time you make **Noise**, move the **Noise** marker up on the **Time** track accordingly. The current **Noise** level is equal to the number on the **Time** track where the **Noise** marker is. Some effects will reduce **Noise**, but the **Noise** level cannot go below zero. The **Noise** marker resets to zero at the END of the **Upkeep** phase.

### USING ITEMS

Many **Items** make noise, sometimes lots of it. Use the following guidelines for applying **Noise** from **Items**. When an **Item** is used during the **Action** phase, increase the **Noise** level based on which category below best applies to the **Item** being used. If in doubt, apply rules on **Game Ambiguity**.

- **Can be done silently:** *no noise increase* – things like a map, drinking water, applying first aid, etc.
- **Could be heard by others near you (in the same space): *+1 noise*** – melee type attacks, pole vaulting, etc.
- **Could be heard at a distance (in other spaces): *+3 noise*** – gun shots, a whistle, vehicle use, etc.

When you acquire an **Item**, determine which category it fits in to and, if applicable, place a **Noise** card beneath it with the corresponding **Noise** value showing at the bottom. This is just a helpful reminder to increase **Noise** when using that **Item**.

*Katia has managed to acquire three different items. The Six-Shooter will make a lot of noise, so she places a Noise card underneath it with +3 showing. The Pickaxe will make some noise (but not as much as the gun), so she places a Noise card underneath with the +1 showing. Using a First Aid Kit would not make any noise at all, so she doesn't place a Noise card underneath it.*

## EYELESS TARGETING

The **Eyeless** targets normally based on the targeting icon UNLESS there is a **Final Girl Noise** icon on a **Terror** card. In this case, the **Eyeless** will target you if BOTH of the following conditions are true:

* The current **Noise** level is greater than or equal to the value on the **Final Girl Noise** icon.
* The **Eyeless** can reach you with its movement.

If either condition is not true, resolve the effect after "Otherwise" on the **Terror** card (note that this still could result in you being targeted!).

*Katia resolved 4 Action cards during the Action phase and did not use any Items. As such, the Noise marker is on space 4 on the Time track indicating the current Noise level is 4. It is now the Killer phase and the Eyeless first moves 1 space towards the closest target due to the Killer Action on the back of the Finale card. The Eyeless is now in a space with a Victim and Katia is 2 spaces away.*

*You reveal the Terror card On the Hunt. First you raise the Horror Level by 1. Then, the Eyeless will resolve the effect targeting you because: 1) the current Noise level is 4, which is equal to the value on the Final Girl Noise icon; and 2) the Eyeless can reach you with its movement of 3. If you had been 4 or more spaces away or made 3 or less Noise, then Eyeless would have targeted the closest target (which would be the Victim in its space) per the "Otherwise" effect indicated.*

# ACHIEVEMENTS

- [ ] Defeat the Eyeless at Utopia.
- [ ] Defeat the Eyeless at five different locations.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Defeat the Eyeless in Extreme Horror Mode.
- [ ] Defeat the Eyeless by never making more than 3 Noise each turn.
- [ ] Defeat the Eyeless by making more than 3 Noise every turn.
- [ ] Defeat the Eyeless before the Finale is revealed.
- [ ] Win a game where all Reaction cards were removed from the game.
- [ ] Win a game where Unlimited Endurance was shuffled back into the Terror deck.
- [ ] Make at least 10 Noise in one turn.
- [ ] Make 0 Noise in one turn.

# TERROR FROM DESTINY

**Director (design):** Evan Derrick **Director of Photography (art):** Tyler Johnson

"Something is trying to kill us, and in a very specific order."

*— Gabrielle*

## COMPONENTS

**Terror from Destiny** requires the ***Final Girl Core Box*** and any Location from a Feature Film box (each sold separately).

**3** Dark Power cards

**1** Final Girl card

**17** Terror cards

**3** Death Order cards

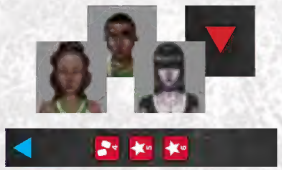
**3** Action cards

**5** Fated Terror cards

**10** Punishment cards

**10** Punishment cards

**10** Consequence cards



**16** Various tokens

**2** Bloodlust Cards

## SPECIAL SETUP

Follow the normal setup rules with the following differences:

* There is no **Killer** board. Instead, align and place the two **Bloodlust** cards next to the **Location** board. Place the **Bloodlust** marker on the start space of the **Bloodlust** card. The **Horror** level starts at **5**.
* When building the **Terror** deck, keep the **5 Fated Death Terror** cards to the side and shuffle this **Vignette's** remaining **Terror** cards together with the **Location's Terror** cards. Deal out **8** cards and place the remaining **Terror** cards back into their respective boxes. Of the **8** cards you dealt, place **1** of these off to the side and shuffle the remaining **7** cards with the **5 Fated Death Terror** cards. Finally, place the single **Terror** card you set aside earlier on top. You will now have a **Terror** deck of **13** cards (rather than the normal 10), and you know for sure that the top card will not be a **Fated Death** card.
* Randomly choose a **Death Order** card and place it faceup next to the **Location** board. Then, shuffle the **5 Death** tokens (the circular ones with the on the back) and randomly place them facedown on the **Death Order** card **(A)**.
* Shuffle the **Consequence** and **Punishment** cards. Then, place **5 Consequence** cards facedown in a row, and below each of these cards place a **Punishment** card **(B)**. Place the **Arrow** token above the leftmost **Consequence** card **(C)**. Place any remaining **Consequence** and **Punishment** cards back in the box.
* Place the **Victims** and **Final Girl** on the spaces indicated in the **Setup** card but do not place a **Killer** as there is none for this **Vignette**.
* Using the colored arrows to line them up, lay the **Setup Grid** rulers along the left side (blue arrows) and the bottom (green arrows) of the **Location** board **(D)**.
* Select one die to represent the horizontal axis and another die to represent the vertical axis. Roll the two dice and, consulting the **Setup Grid** rulers, place one of the **Fated Victim** tokens (the square ones) on a space within the resulting grid section following these rules:
  - At least half of the space needs to be in the grid section for you to be able to place the **Fated Victim** there.
  - A **Fated Victim** cannot be placed with the **Final Girl**.
  - A **Fated Victim** cannot be placed on a space.
  - A **Fated Victim** cannot be placed in a space that already has a **Fated Victim**.

  If you cannot place a **Fated Victim** as a result of these constraints, then re-roll the dice and try again. Repeat these steps until all **5 Fated Victim** tokens have been placed **(E1-E5)**.
* Add the **Thwart Destiny Action** card and **1 Premonition Action** card to the **Action Tableau**. For an easier mode, add both **Premonition Action** cards.

*This is how the Death Order, Consequence, and Punishment cards should be laid out during setup.*

*The Location is Utopia and the setup card was "Welcome to Utopia." Evan sets up the Final Girl and Victim meeples as normal, but does not place the Killer meeple as there isn't one when playing this Vignette. He then places the Setup Grid rulers around the edges of the board.*

*Evan's first roll is a 1 for the vertical guides and a 4 for the horizontal guides. There are three legal places he could place the Fated Victim: the Crossroads, the Water Tower, and the General Store. He chooses to place the Fated Victim at the General Store.*

*Evan's second roll is two 3's. This ends up being in the exact same grid section as the last Fated Victim. The General Store is no longer a legal placement since there's already a Fated Victim there, so he places the new Fated Victim at the Crossroads.*

*The third roll is a 5 for the vertical guide and a 3 for the horizontal guide. Evan wishes he could place the Fated Victim in his own space, but he can't, so he places him at the Sheep Farm instead.*

*The fourth roll is a 5 for the vertical guide and a 6 for the horizontal guide. The Exit space isn't a legal placement, so he places the Fated Victim at the House instead.*

*Evan's final roll is a 6 for the vertical guide and a 1 for the horizontal guide. The Mountain Pass isn't an option since it's an Exit space, so he can choose between the Trailer Park and the Boulder space with the two other Victims. He chooses to place her in the Boulder space.*

# SPECIAL RULES

Your goal is to save as many **Fated Victims** as possible, but it must be done in the correct order (as indicated by the facedown tokens on the **Death Order** card)! If you save a **Fated Victim** out of order there will be consequences! At the end of the game, once the **Terror** deck has run out, you will have to face the ultimate consequences of Fate. If you come up short, Destiny will once again exact its awful price—your life.

## FATED VICTIMS

**Fated Victims** are treated like **Victims**, with a few differences.

- **Fated Victims** can't be replaced with **Special Victims**.
- **Fated Victims** can leave the board via spaces as normal, but they are not yet saved. Instead, place their token on top of the first **Death** token on the **Death Order** card that doesn't already have a **Fated Victim** token on it. Whether they are saved or not is determined later when resolving a **Fated Death Terror** card.
- If a **Fated Victim** dies for reasons OTHER than drawing a **Fated Death Terror** card, they are immediately placed on the **Limbo** area of the **Bloodlust** card. Do NOT increase bloodlust at this point. Bloodlust will be increased when the **Fated Victim's Death** token is revealed.



## FATED DEATH TERROR CARDS

When you draw a **Fated Death Terror** card, check the next **Death** token on the **Death Order** card (the first token is in the space marked START, and the arrows indicate which tokens come after). If there is a **Fated Victim** token on top, set it to the side. Then, if the indicated **Death** token is facedown, flip it faceup.

If the **Death** token is by itself and there isn't a **Fated Victim** token on top, find the victim pictured on the **Death** token. If they are in **Limbo**, apply the **Limbo** consequences on the **Fated Death Terror** card. Then, kill the **Fated Victim** (whether they are on the board, in **Limbo**, or were on top of a different **Death** token on the **Death Order** card), increasing bloodlust, and place the **Fated Victim** token on the **Consequence** card indicated by the **Arrow** token. The **Fated Victim** is killed even if the location rules indicate that **Victims** cannot be killed is certain circumstances.

> **NOTE!** If the **Fated Victim** was still on the board, do NOT suffer the **Limbo** consequences on the **Fated Death Terror** card.

If there was a **Fated Victim** token that was set aside, check to see if it and the **Death** token match. If they do, immediately take the **Saved** reward on the **Fated Death Terror** card and place the token onto your **Final Girl** card. At the start of the next **Action** phase, you may apply the effects from saving the **Fated Victim**, same as when a normal **Victim** is saved.

If there was a **Fated Victim** token on top but it does NOT match the **Death** token, then follow the procedure described above to kill the victim pictured on the **Death** token. Then, take the **Fated Victim** token that was on top (the one that didn't match) and place their token in **Limbo** on the **Bloodlust** card. You tried to save them, but unfortunately you did it in the wrong order.

Finally, discard the **Death** token and then move the **Arrow** token above the **Consequence** cards one space to the right, to the next card in line. The position of the **Arrow** token should always match which **Death** token is next on the **Death Order** card (i.e., if the next **Death** token is the fourth one on the card, then the **Arrow** token should be above the fourth **Consequence** card).

*Ginny has drawn a Fated Death Terror card, so she checks which Death token is next. She had previously saved the cheerleader and placed her Fated Victim token on top, so she removes it and flips the Death token* **(A)**. *Unfortunately, the tokens don't match. The Victim on the Death token is actually the rebel, whom she also saved... but in the wrong order.*

*She finds the rebel's Fated Victim token (it's on top of the next Death token) and kills him, increasing Bloodlust and moving his token to the Consequence card indicated by the Arrow token* **(B)**. *Next, because she saved the cheerleader out of order, she moves her Fated Victim token to Limbo* **(C)**. *Finally, she moves the Arrow token to the next card in the row* **(D)** *and discards the Death token.*

## NO MORE FATED VICTIMS ON THE BOARD

When there are no longer any **Fated Victims** on the board (with all of them either being on the **Death Order** card, on a **Consequence** card, in **Limbo**, or saved on the **FG** card) then draw and resolve **2 Terror** cards instead of one for all subsequent **Killer** phases.

## DESTINY SYMBOL

The **Death Order** card will indicate what effect is resolved when the **Destiny** symbol appears. You may play the **Thwart Destiny Reaction** card to ignore one **Destiny** symbol.

## KILLER ACTIONS

Treat a **Killer Action** on a **Terror** card as if it was a **Destiny** symbol. So if a **Terror** card has two **Killer Actions**, then the **Destiny** symbol is resolved twice. Ignore other effects on the **Terror** card related to the **Killer**.

## PREMONITION ACTION CARD

There is a new **Action** card called **Premonition**. When you play this card, it may allow you to examine one or more **Unknowns**. An **Unknown** refers to any token or card that is facedown. This includes: a facedown **Death** token; a facedown **Consequence** card; a facedown **Punishment** card; and any other facedown card (i.e. the next **Terror** card, the next **Event** card, card on top of an **Item** deck, or the **Dark Power** card). When resolving **Premonition** flip the appropriate number of **Unknowns** faceup, thereby giving you more information about what is coming.

## END OF THE GAME & THE DESTINY PHASE

After the final **Terror** card is resolved, the game immediately ends. There is no **Finale**. This begins the **Destiny** phase of the game. Going from left to right, resolve each **Consequence** card that has a **Fated Victim** on top of it. If the card is facedown, flip it faceup. If you are unable to fulfill the requirement on the card, reveal the **Punishment** card beneath it and lose that much health. If you must flip your **Final Health** token, treat it as you normally would. If you come back with health, ignore any excess loss of health from the current **Punishment** card before continuing to resolve any remaining **Consequence** cards. After resolving all **Consequence** cards that have a **Fated Victim** on them, if you are still alive you win the game.

*It's the Destiny phase at the end of the game. Two Fated Victims were killed, the rebel and the cheerleader, so Ginny flips both of their Consequence and Punishment cards (if they weren't already faceup). She ignores any Consequence cards that do not have a Fated Victim on top of them.*

*The first consequence is that she must have at least 3 Items to discard. If she doesn't, she immediately loses 3 health. The second consequence is that the Horror level must be at 1 or lower. If it isn't, she will lose 2 health.*

*After checking each consequence and applying the health loss if the condition was not fulfilled, Ginny wins the game if she is still alive.*



# ACHIEVEMENTS

- [ ] Win a game at five different locations.
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Win a game with each Death Order card.
  - ○ _____
  - ○ _____
  - ○ _____
- [ ] Win a game with no Fated Victim being in Limbo.
- [ ] Win a game with all Fated Victims being saved.
- [ ] Win a game where all 5 Consequence cards are resolved.